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Integrated Soldier Technology

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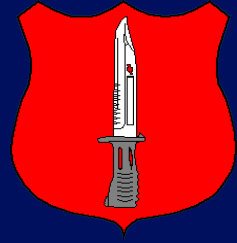

Contents

- Introduction
- Co-operative engagement
- Area targets
- Conclusion

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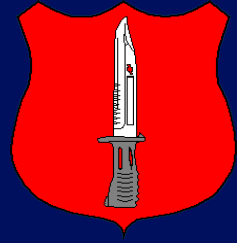
Introduction - assumption list

- Navigation
  - map centred position
  - map rotates
- Own forces
- Enemy forces
  - sensor to shooter
- Planning
  - tactical overlays
  - sketches



Introduction - DCC

- How do you manage and engage the enemy?

- ‘Infantry’ NEC
  - co-operative engagement
  - data management

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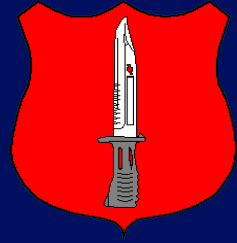

Co-operative engagement

- If system knew:
  - position of every man
  - position of known enemy
  - elevation and azimuth from every man to that enemy
- We could translate the information into an aiming point

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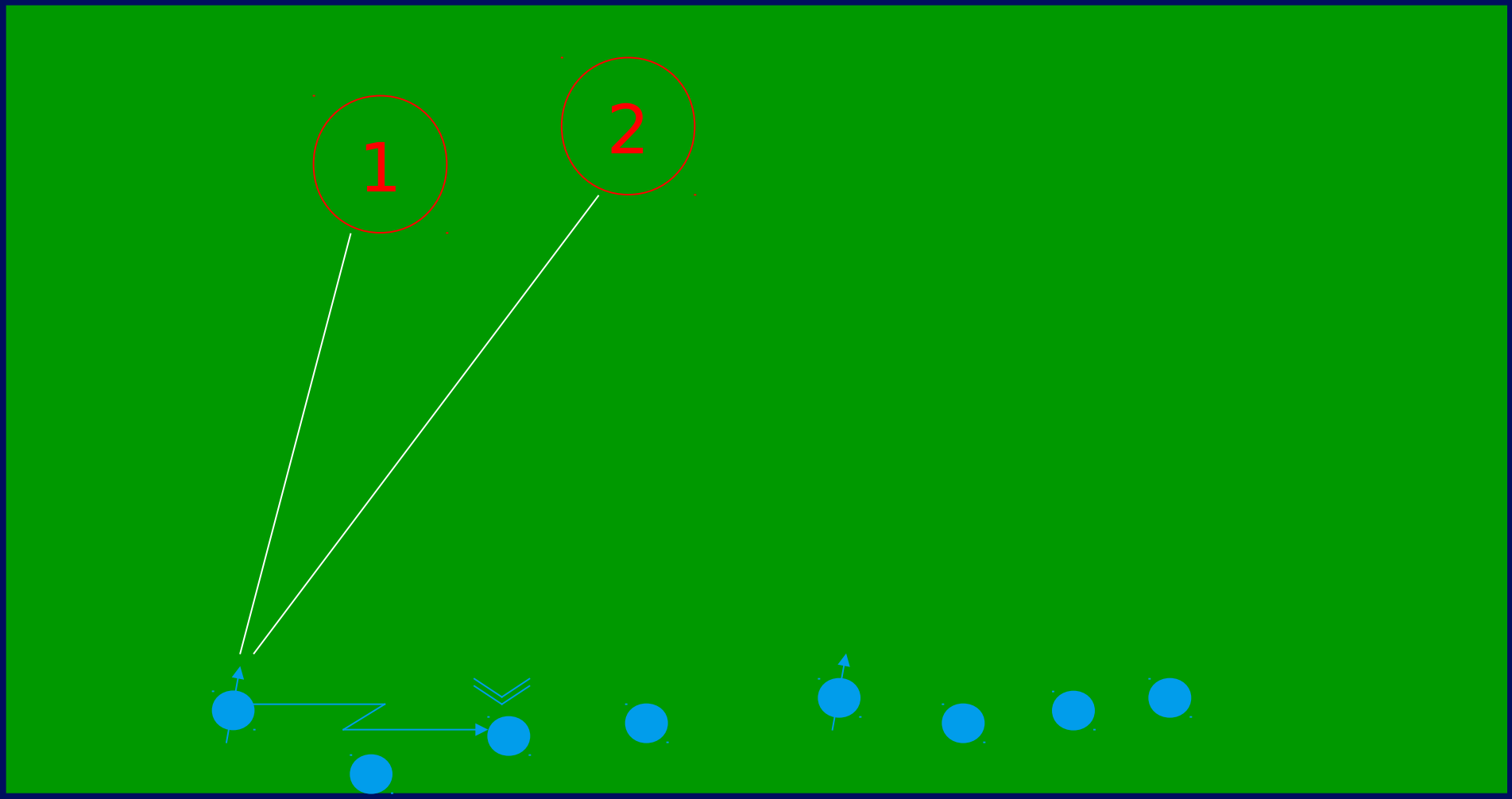
Locate

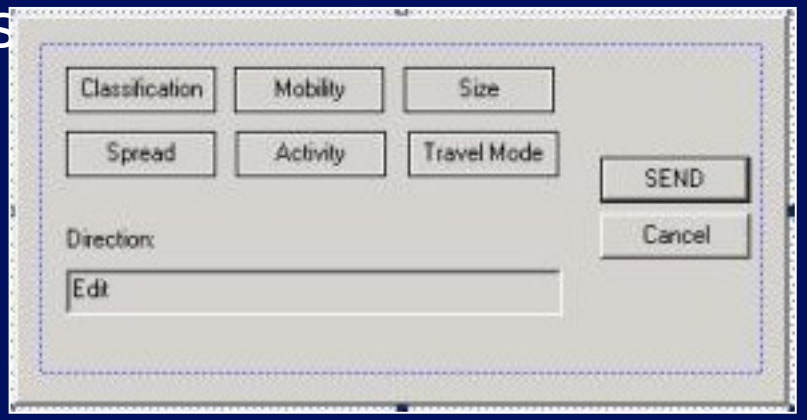


Record

- Sensor to shooter link
  - modified SA80 with fire control system
  - accurately positions target on RGP map
  - drop down menu to classify target

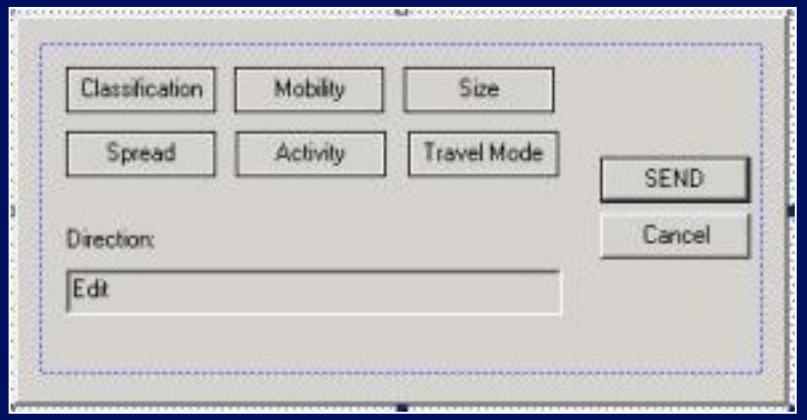
Classifications

- Target classification box options
  - enemy, friendly, neutral.
- Target mobility box options
  - dismounted, vehicle
- Target size box options
  - if dismounted :- man, pair, fire team, section, platoon
  - if vehicle :- light, heavy, armoured personnel carrier, tank



Classifications

- Spread box options
  - close, separated
- Activity box options
  - static, moving
- Travel mode box options
  - cross country, road
- Direction
  - moving target



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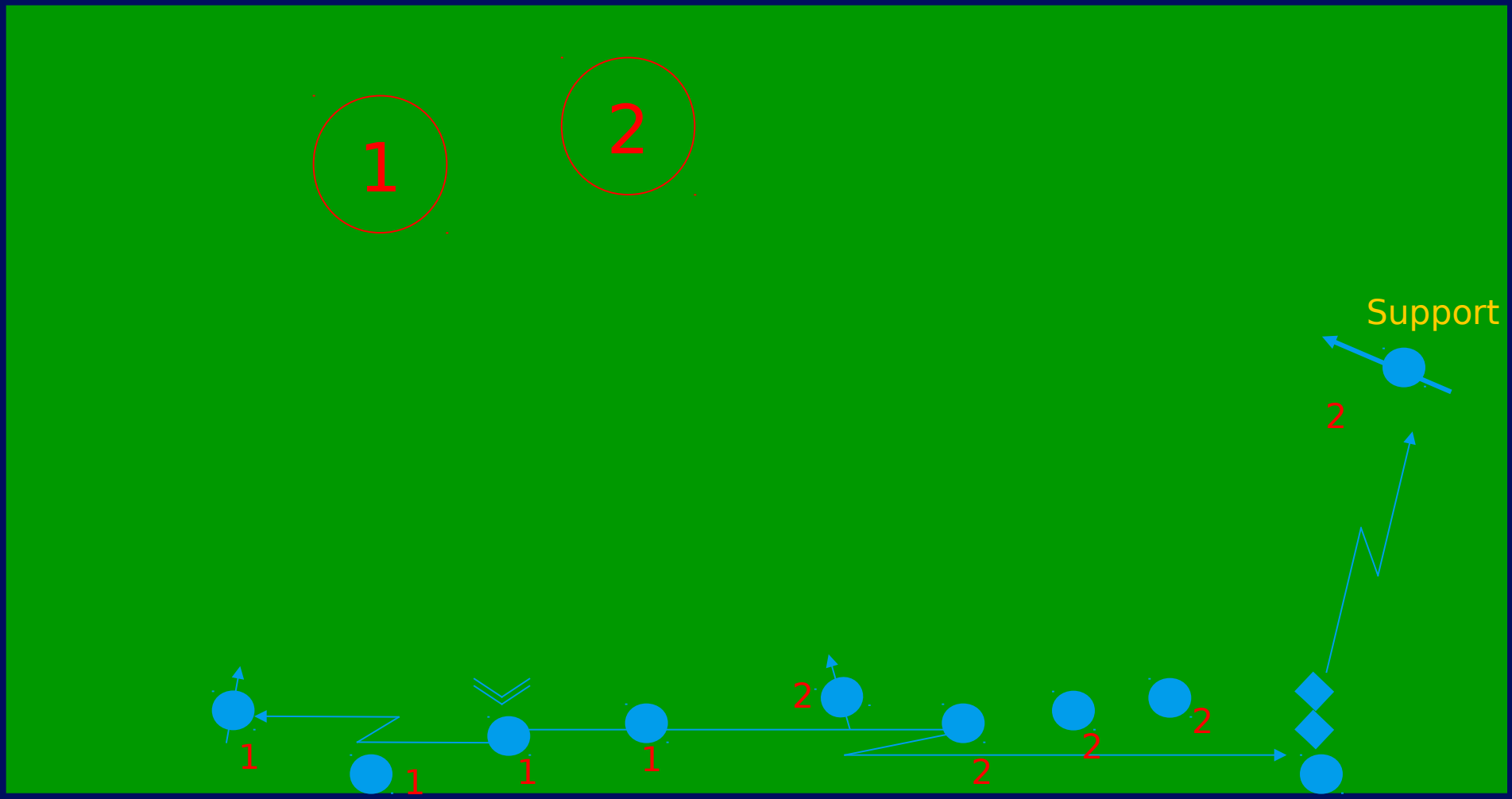
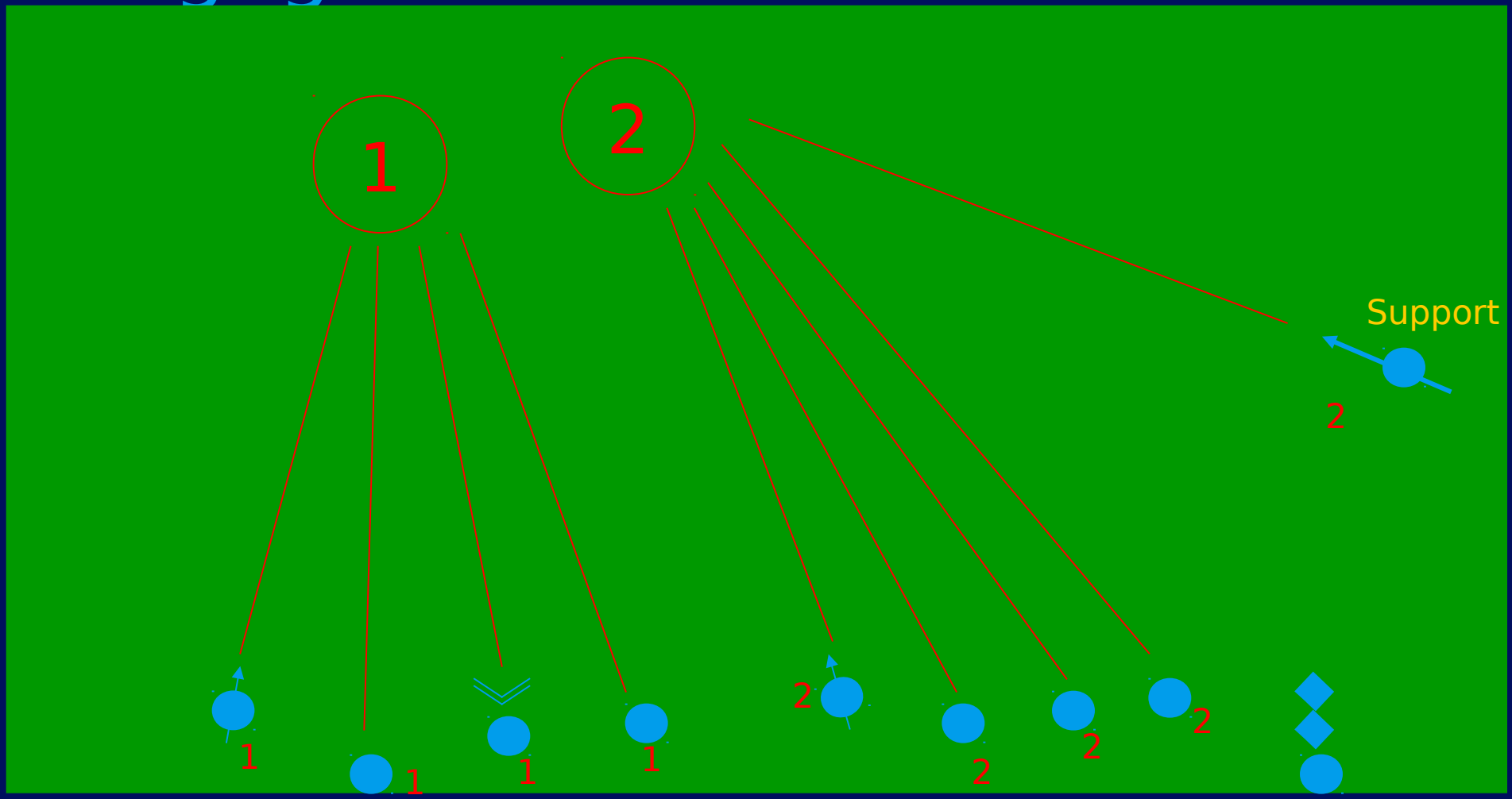
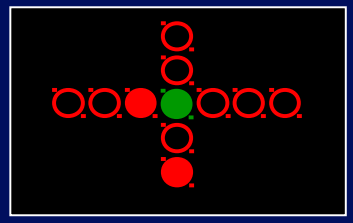
Allocate

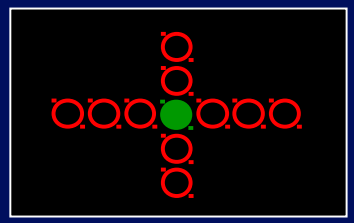


Engage



Co-operative engagement





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Co-operative engagement

- ‘Blind’ engagement

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Co-operative engagement

- Navigation towards targets and waypoints
- Orientation to enemy (on approach, in FUP)
- Target indication (for normal visual engagement)
- Finding friendly C/S or casualties

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Co-operative engagement upgrades

- Display of range to target (or callsign)
- Multiple targets and waypoints
- Unique target identifier display
- Day/night capability
- Weapon mounted laser range finder
- New CEF display configuration

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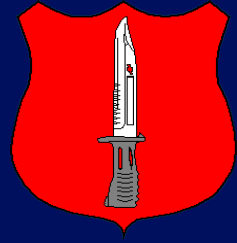

Data management

- The ability of a remote commander to interpret enemy information to obtain an accurate view of enemy activity
  - requires accurate representation of real life

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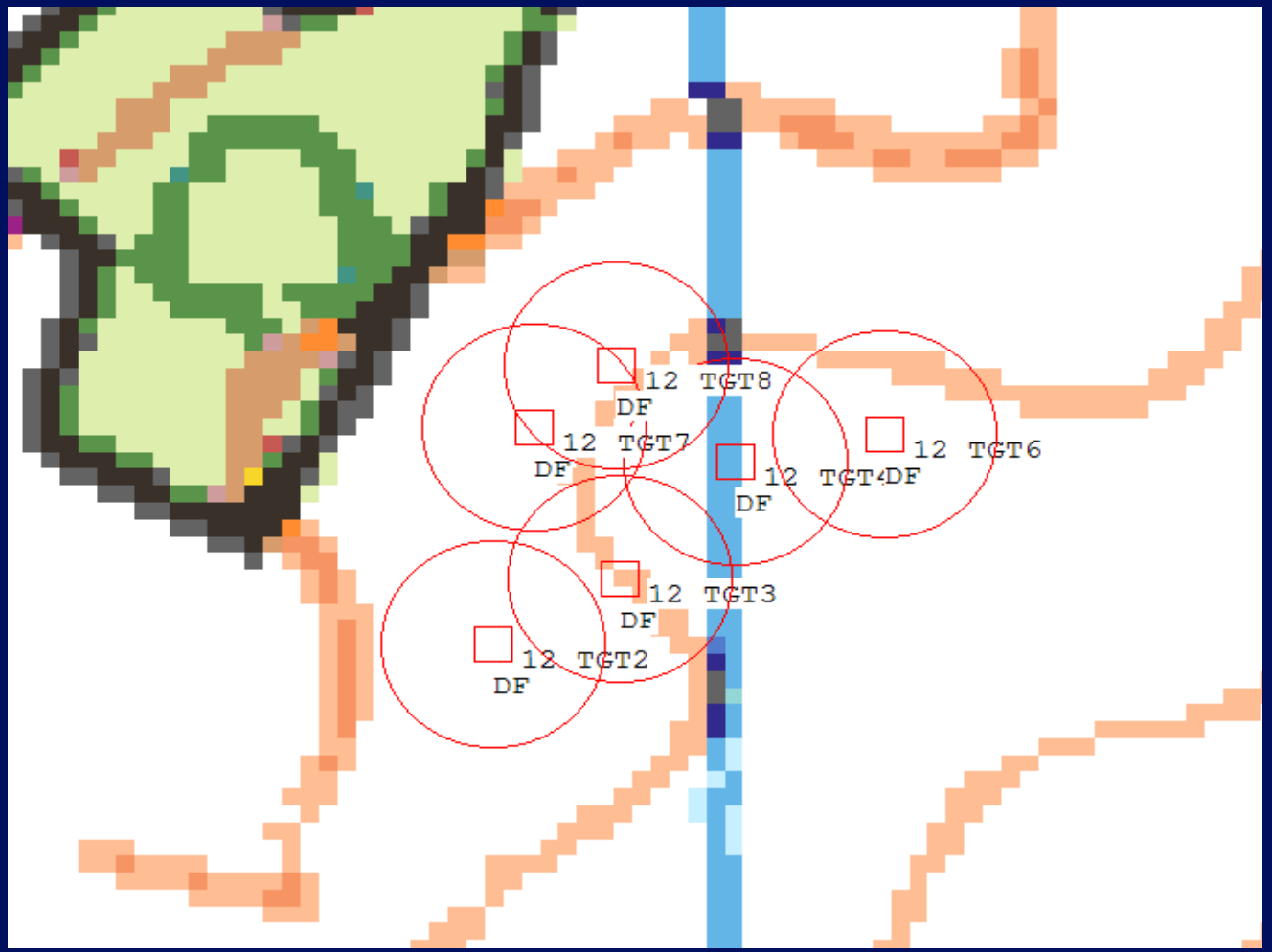
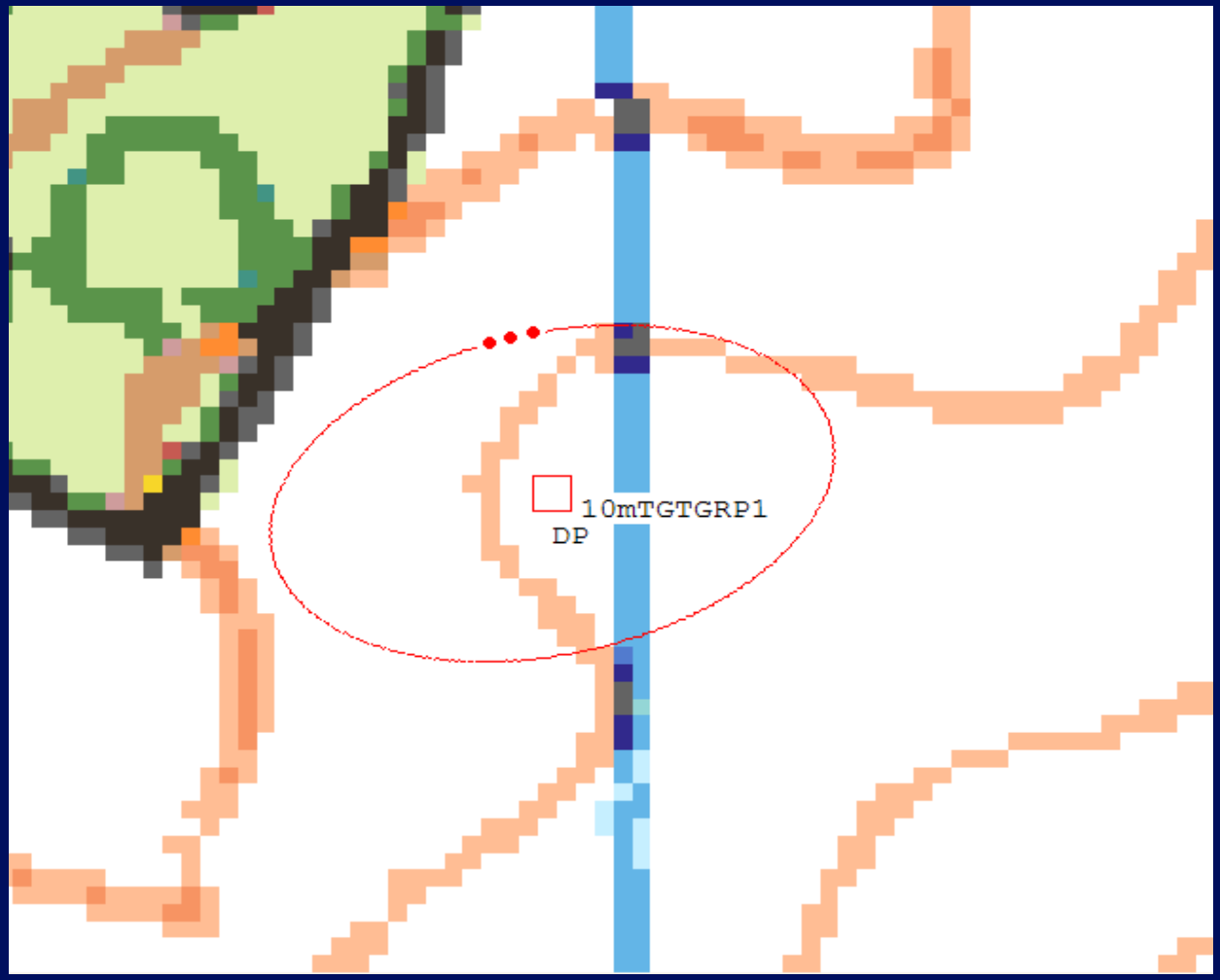
Area target



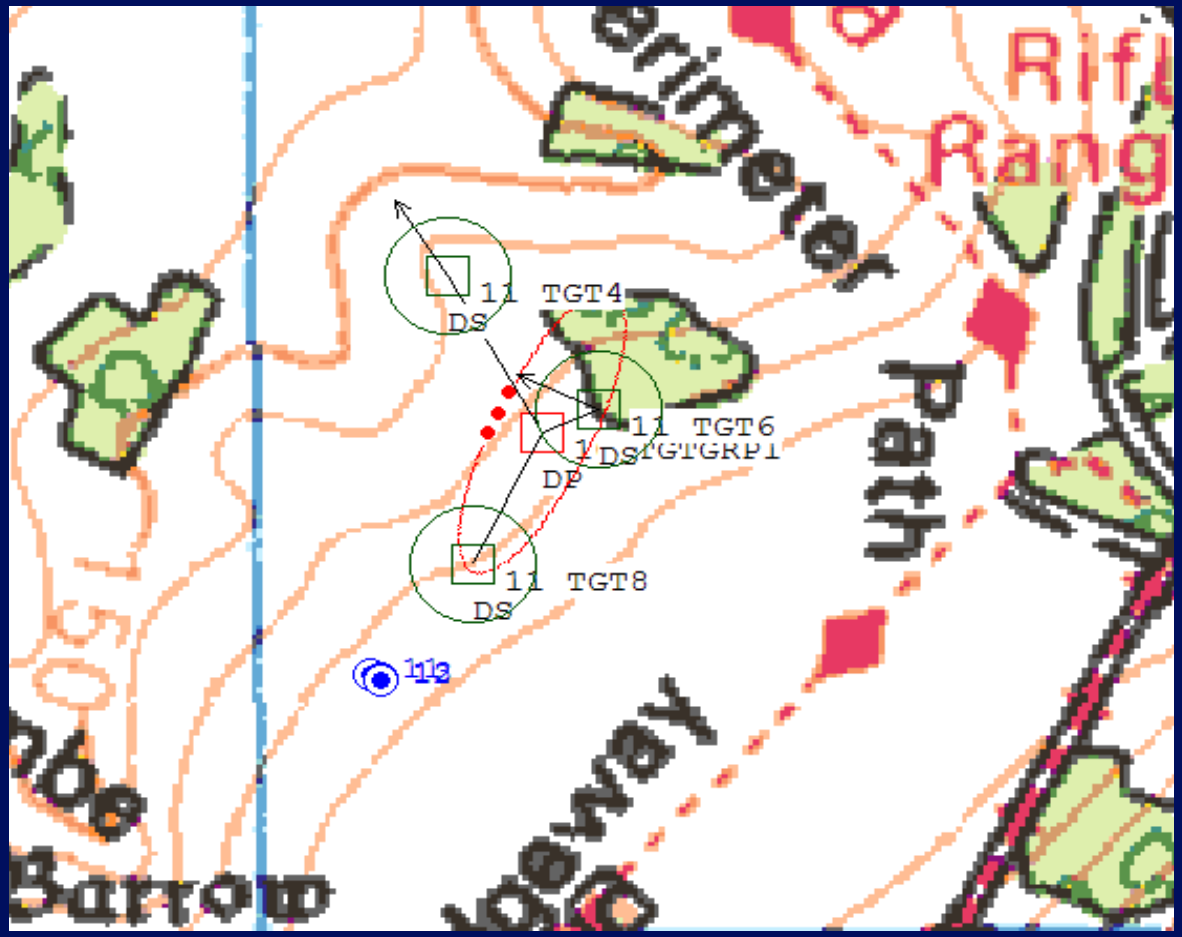
Area target

- Easy to assimilate the enemy force strength from this representation
- Overlap gives clues to multiple reporting of same target
- So good it should be done for Blue Forces

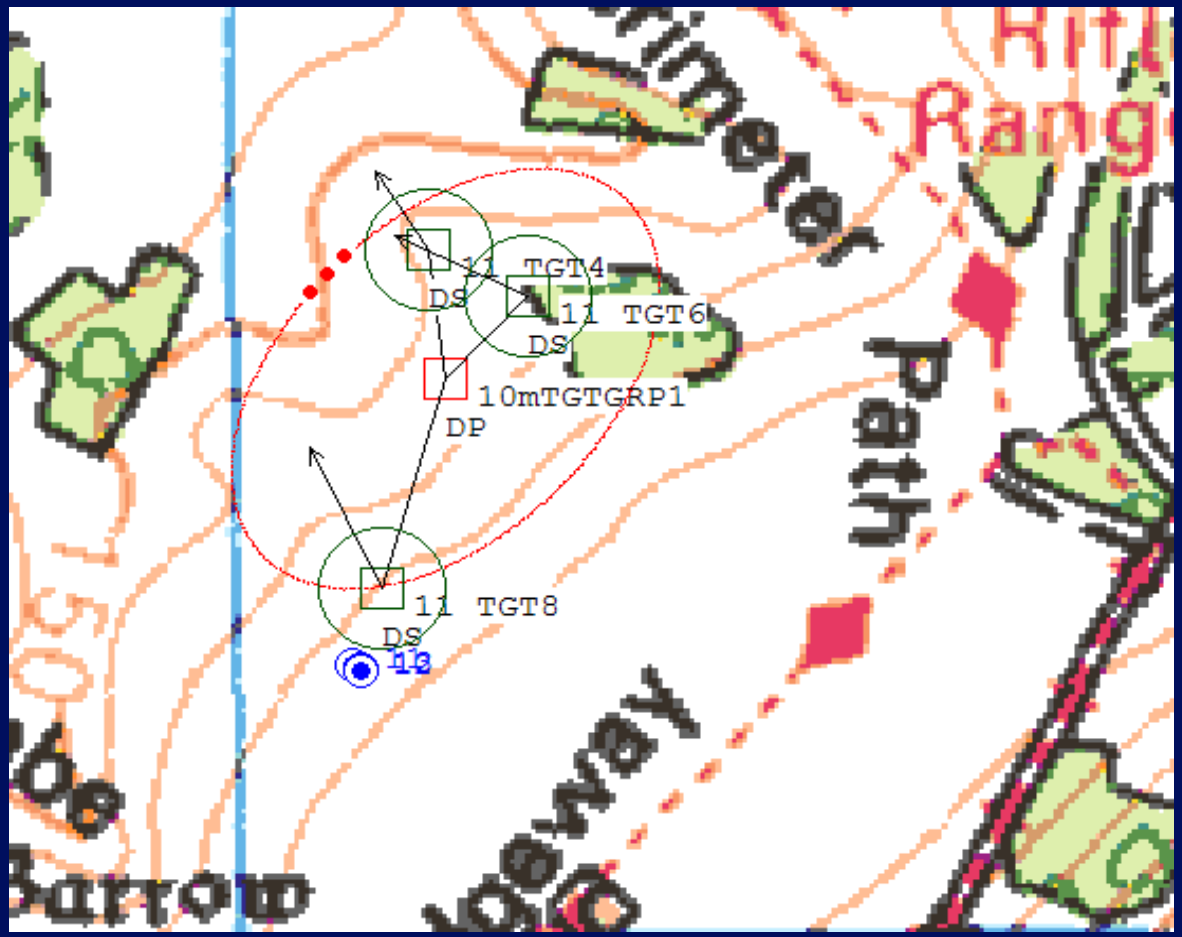
Target grouping



Target grouping



Target grouping



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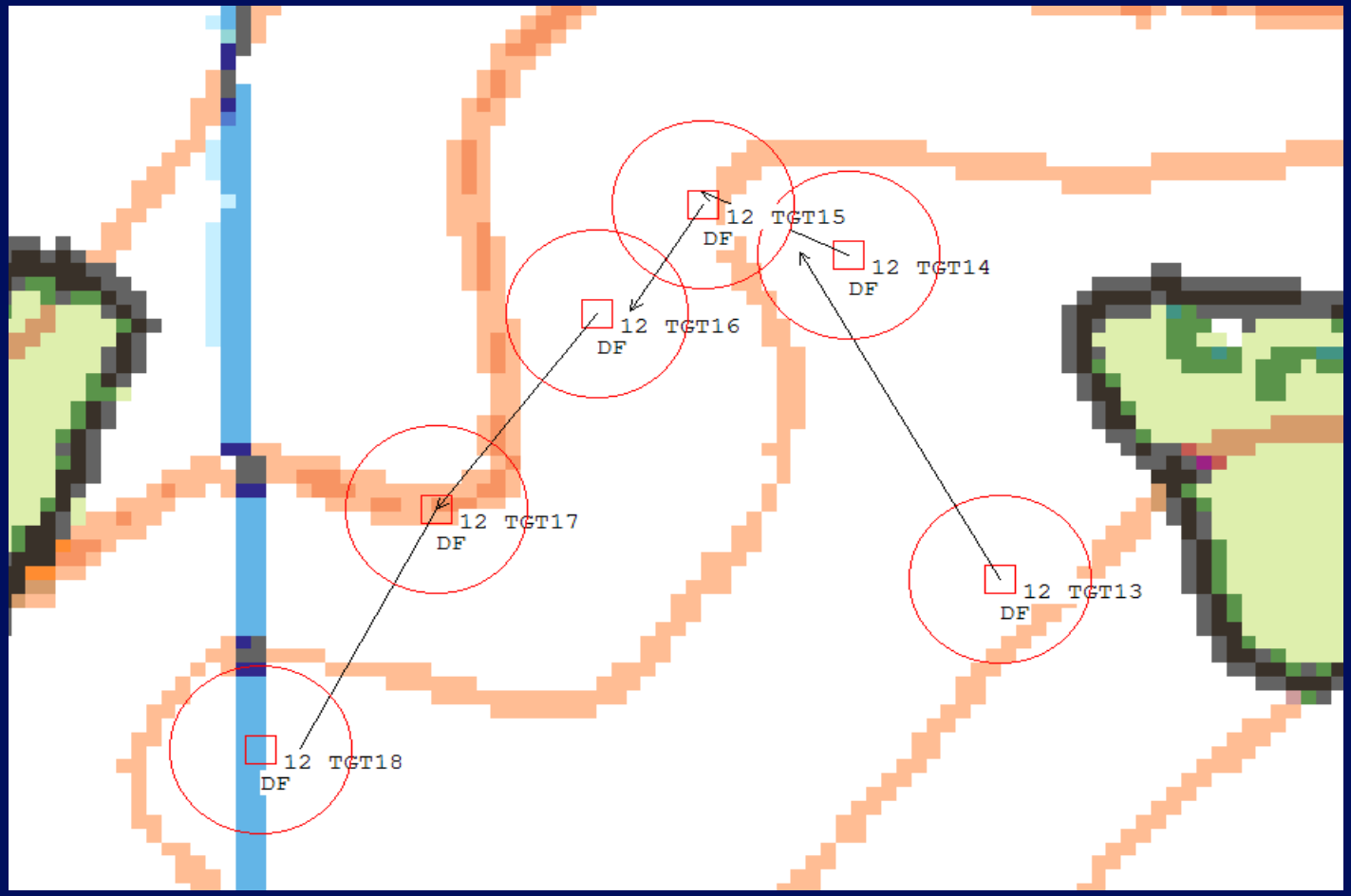
Target grouping

- Make sense of multiple targets by producing a managed tactical picture
- De-clutters map for easier assimilation
- Aids decision making process and own force response
- Simplified target allocation
- Suggests indication of deployment and area occupied by enemy and thus his intentions

Target tracking



Conclusions

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Conclusions

- Timely information in an easily assimilated manner on:
  - where your assets are (SA)
  - where the enemy is (CEF , SA & group targets)
  - what asset are at your disposal (status)
- Significantly improves the ability of commanders to fight the battle
- There is no danger of information overload until the information vacuum has been filled
- Makes every man a sensor rather than a self propelled rifle

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Questions

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